ANIMAL TCG
Official Rulebook
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ANIMAL
TRADING CARD GAME

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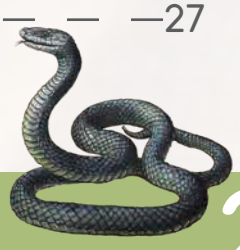


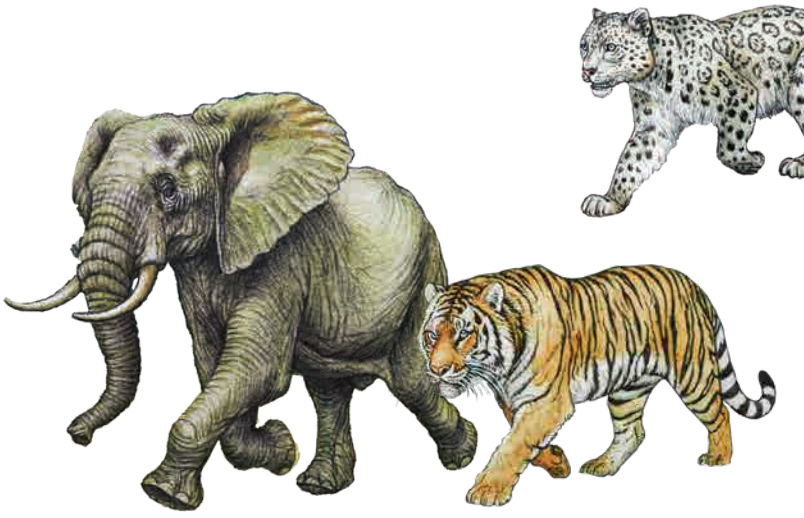
Game Introduction

Become an ecological guardian!

This rulebook explains how to play Animal TCG. In this game, your deck represents the ecosystem you manage, including the animals, habitats, and actions that help you maintain the balance of nature.

Animal TCG emphasizes strategy, collection, and ecosystem-building. Each player can customize their own ecological deck. For beginners, the best way to start is with a Starter Deck, a pre-constructed 60-card deck with simple rules and strategy instructions.

Once you are familiar with the rules, you can expand your collection with booster packs, trade cards with friends, discover your favorite animals, and build your own unique ecosystem.



Beginner Tip
Start with a Starter Deck. It is a ready-to-play 60-card deck designed for your first game.

How to Win

You and your opponent each build and maintain your own ecosystem. The first player to meet a victory condition wins.You can win in two ways:

1.Eco Points Victory

You win if the total Eco Points / EP of the Animals on your field reaches 15 or more.

Your field includes both:

1.Animals in Active slots

2.Animals in Sanctuary slots

Active slots

Active slots

Active slots

Sanctuary slots

Sanctuary slots

2.Deck Out Victory

You win if your opponent has no cards in their deck at the beginning of their turn and cannot draw a card.

Ecosystem Types / Colors

Animals in the game are classified according to the ecosystems they inhabit.
These ecosystems are represented by five colors:

Green ●
Forest, jungle, and woodland ecosystems.

Yellow: ●
Desert and arid ecosystems.

Blue: ●
Ocean, river, and aquatic ecosystems.

Orange ●
Grassland and savanna ecosystems.

White: ●
Plateau, alpine, tundra, and polar ecosystems.

2
Spotted seal
Phoca largha
Liaodong Bay
Support Glacial Retreat:
The first time an opponent targets an animal you control each turn, they must pay 1 additional habitat.
The Spotted Seal slips from ice edges at first threat, minimizing haul-out risk; pups 18–26 lb, adults commonly 175–265 lb.
GS1 016/140C
1/2

+

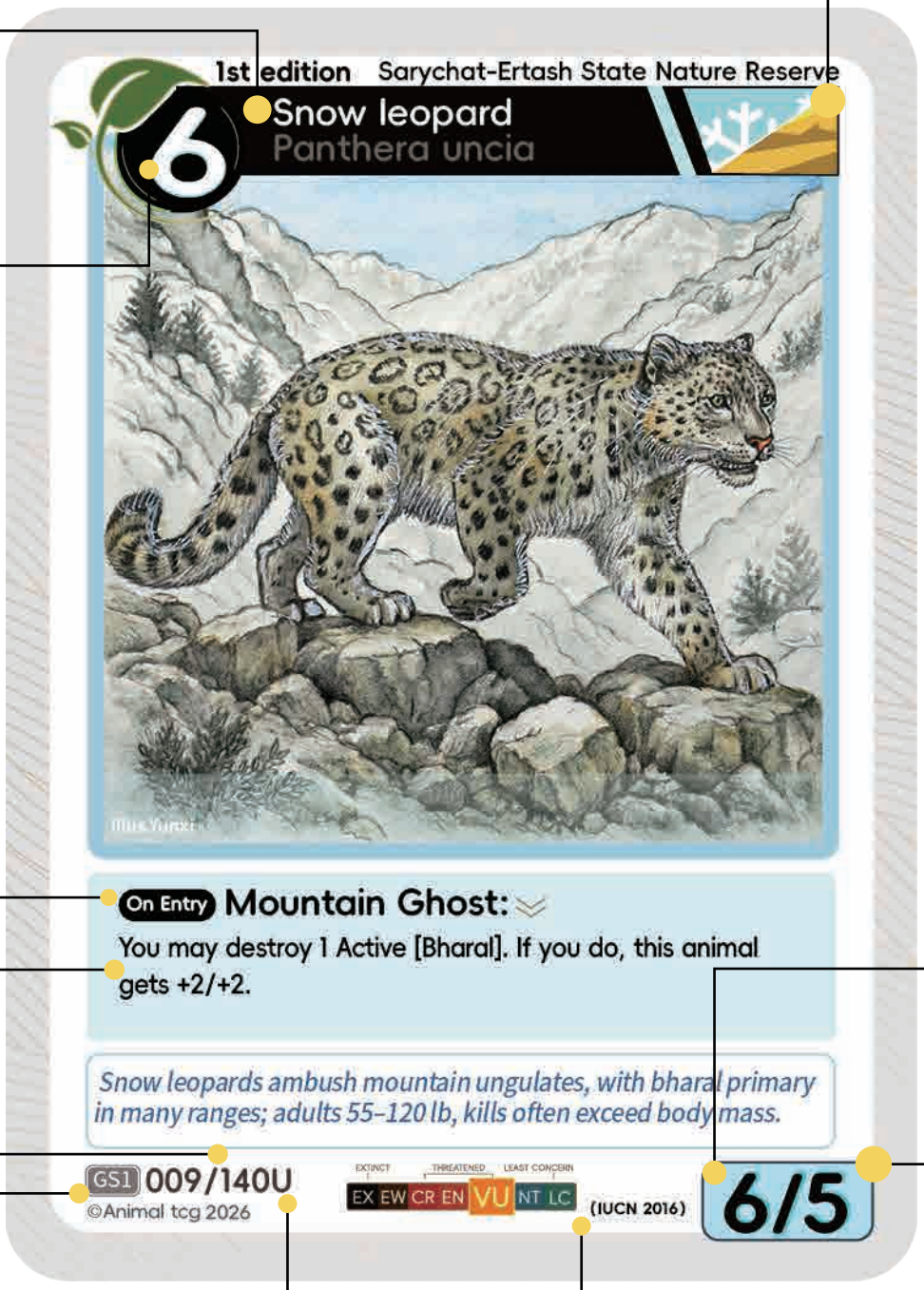
✓

+

✓

"At least one tapped Habitat must match one of the Animal's colors."

Parts of an Animal Card



Card Types

Animal Cards

For ecosystem establishment, assaults, and EP victory acquisition

Habitat Cards

Resources, used to pay Animal / Action / Skill / Movement costs.

Action Cards

In reality, these items and actions may also impact the ecosystem.

Note: A Support Card is an Action card subtype.
A Support Skill is an Animal skill type. They are different rule terms.

Game Zones

During the game, cards move between several zones.

Event

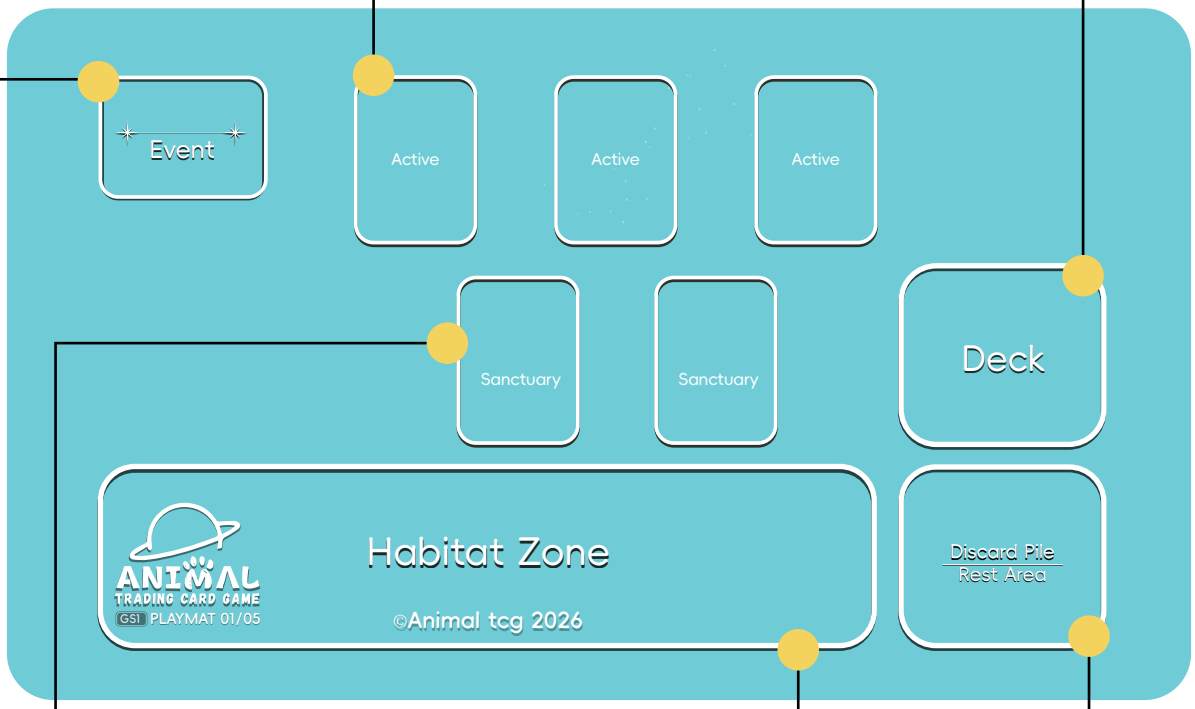
Where the current Event is placed, if any.Each player may have only 1 active Event at a time unless a card says otherwise.If you play a new Event while you already have one, the new Event replaces the previous one.

Active

Animals in Active slots can:
Attack
Be attacked
Use Action skills
Have Active skills apply
Have Support skills apply
Trigger On Entry and On Exit skills as appropriate
Move to an empty Sanctuary slot

Deck

Your face-down draw pile.



Sanctuary

Animals in Sanctuary slots are protected. They:
Cannot attack
Cannot be attacked
Cannot be targeted by attacks
Cannot use Action skills, unless a card specifically says otherwise
Do not have Active skills apply
Do have Support skills apply
Can later move into an empty Active slot
Remain on the field
Count toward your EP victory condition

Habitat Zone

Your Habitat cards are placed here.
Habitat cards in this zone may be tapped to pay costs.

Discard Pile

A face-up pile for used, discarded, or defeated cards.

Playing the Game & Turn Structure

1.Shake hands with your opponent.

2.Flip a coin. The winner decides which player goes first.

3.The first player does not draw a card on their first turn.

4.Each player shuffles their 60-card deck.

5.Each player draws 7 cards.

6.If a player has no **Animal cards** or no **Habitat cards** in their opening hand, that player may reveal their hand, shuffle it back into their deck, and draw 7 new cards.

7.Each time your opponent reshuffles their opening hand this way, you may draw 1 extra card.

8.Start the game.

Parts of a Turn

Start of Turn

Untap / Reset

Apply conditions

Draw 1 card

Main Actions

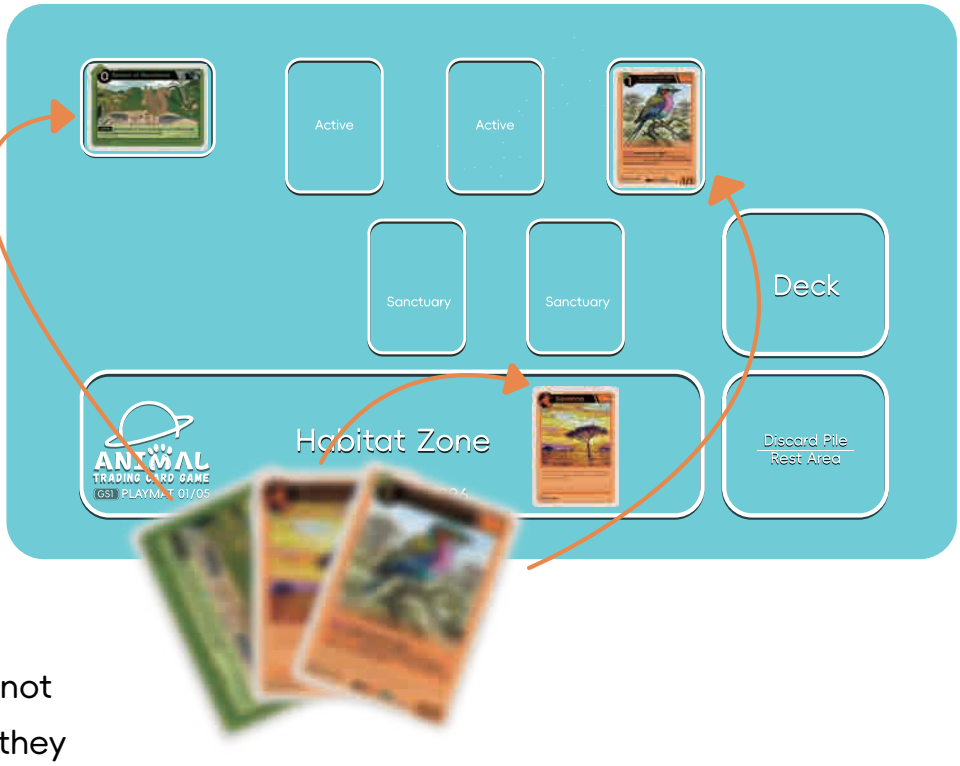
Play 1 Habitat

Play Animals

Play Actions

Use Action Skills

Move Animals



Attack Step

ANewly placed animals cannot act during that turn unless they have *first strike*.

End of Turn

All surviving Animals recover to full HP

Main Actions Details

Main Actions

During your Main Actions, you may perform the following actions in any order.

A. Play 1 Habitat Card

You may play 1 Habitat card from your hand into your Habitat Zone each turn.

B. Play Animal Cards

You may play Animal cards from your hand to your field as many times as you want, as long as you have open Animal slots and can pay their costs.

When playing an Animal, choose either:

An empty Active slot

An empty Sanctuary slot

Animal Cost Rule

To play an Animal, tap Habitat cards equal to the Animal's EP.

Tips:

To play a 3 EP Green Animal, tap 3 Habitat cards.At least one of those Habitat cards must be Green.

Main Actions Details

C. Play Action Cards

You may play Action cards from your hand during your Main Actions, unless the card says otherwise.

To play an Action card, tap Habitat cards equal to its cost.

Default limits:

You may play any number of Action cards if you can pay their costs.

You may play up to 1 Role card per turn.

You may play up to 1 Event card per turn.

D. Use Animal Action Skills

You may use Animal Action skills during your Main Actions.

Unless otherwise stated:

The Animal must be in an Active slot.

The Animal must be able to act.

You must pay the skill's cost, if any.

Each Action skill may be used only once per turn per Animal.

E. Position Movement

You may move Animals you control between Active slots and Sanctuary slots.

Position Movement includes:

Moving from an Active slot to a Sanctuary slot ↓

Moving from a Sanctuary slot to an Active slot ↑

Moving from Sanctuary to Active is also called a Jump-Out.

See Section 8 for full rules.

F. Habitat Conversion: Draw a Card

You may discard 1 untapped Habitat card from your Habitat Zone to draw 1 card.

You may do this as many times as you want, as long as you have untapped Habitat cards to discard.

Attacking & Combat

Combat Example: Wild Boar Attacks Rock Ptarmigan

In this example, **Wild Boar** is the attacking Animal and **Rock Ptarmigan** is the defending Animal.

Wild Boar has **ATK 3**, and Rock Ptarmigan has **HP 2**. When Wild Boar attacks, it deals **3 damage** to Rock Ptarmigan.

Because **3 damage is equal to or greater than Rock Ptarmigan's HP of 2**, Rock Ptarmigan is defeated and moved to the discard pile.

Counterattack

If the defending Animal is **untapped** and **able to act**, it may counterattack at the same time it is attacked.

In this example, Rock Ptarmigan has **ATK 1**, so it deals **1 damage** back to Wild Boar.

Wild Boar has **HP 3**. Since **1 damage is less than 3 HP**, Wild Boar is not defeated and remains in play. At the end of the turn, all damage is cleared, and Wild Boar returns to full HP.

Important Combat Rule

Being attacked does **not** tap the defending Animal.

This means that if an Animal is untapped, it can still counterattack when attacked.

If the same defending Animal is attacked multiple times in a turn, it may counterattack each time, as long as it is still **untapped** and able to **act.**

Attack Restrictions and First Strike

Animals Played This Turn Cannot Attack

By default, an Animal cannot attack on the same turn it entered an Active slot.
An Animal may ignore this rule if:

It has First Strike

A card effect allows it to attack immediately.

Important:
An Animal that was placed into Sanctuary on a previous turn and has been under your control for at least one full turn may attack on the turn it moves into an Active slot.

Sanctuary Zone and Position Movement Rules

Each player has 2 Sanctuary slots.

Sanctuary is a protected area for Animals that are not currently fighting on the front line.

An Animal in a Sanctuary slot:

Cannot attack ×

Cannot be attacked ×

Cannot be targeted by attacks ×

Cannot use Action skills, unless a card specifically says otherwise ×

Does not have Active skills apply ×

Does have Support skills apply √

Remains on the field √

Counts toward your EP victory condition √

May move into an empty Active slot through Position Movement √

Playing Animals into Sanctuary

When you play an Animal card, you may place it into an empty Sanctuary slot.

Playing an Animal into Sanctuary:

Costs the Animal's normal EP cost

Requires the normal Habitat color requirement

Does not trigger On Entry

Allows its Support skills to apply immediately

Does not allow its Active skills to apply

Does not allow it to attack

Position Movement

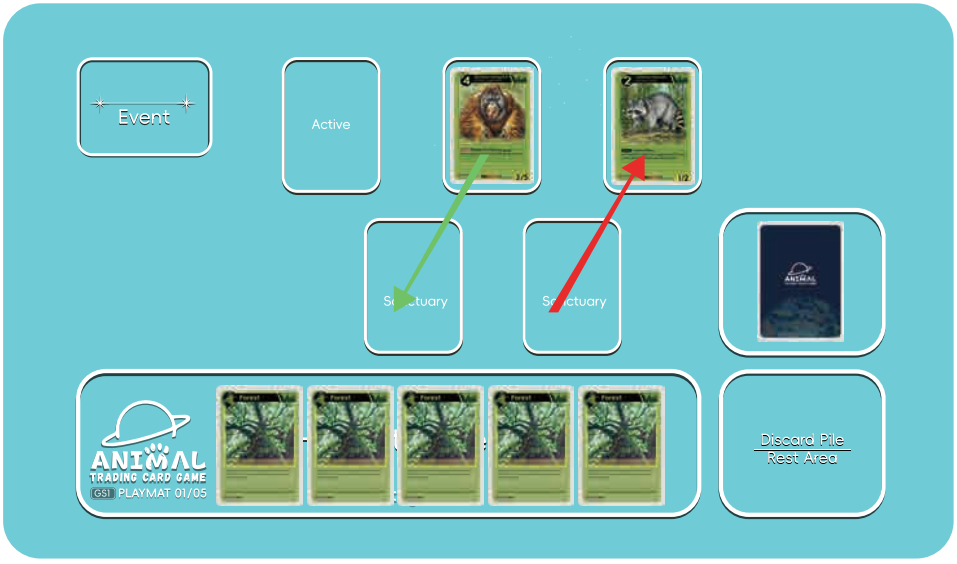
During your Main Actions, you may move Animals you control between **Active slots** and **Sanctuary slots**.

Position Movement includes:

Moving an Animal from an Active slot to a Sanctuary slot

Moving an Animal from a Sanctuary slot to an Active slot

Moving an Animal from Sanctuary to Active is also called a **Jump-Out.**



Movement Requirement

You may only move an Animal if the destination area has an empty slot. If there is no empty destination slot, you cannot make that movement.

Movement Cost Rule

If you control only 1 Animal on your field, meaning the Animal you are moving is your only Animal:

The movement is **FREE**.

If you control any other Animals on your field:

You must pay that Animal's movement cost.

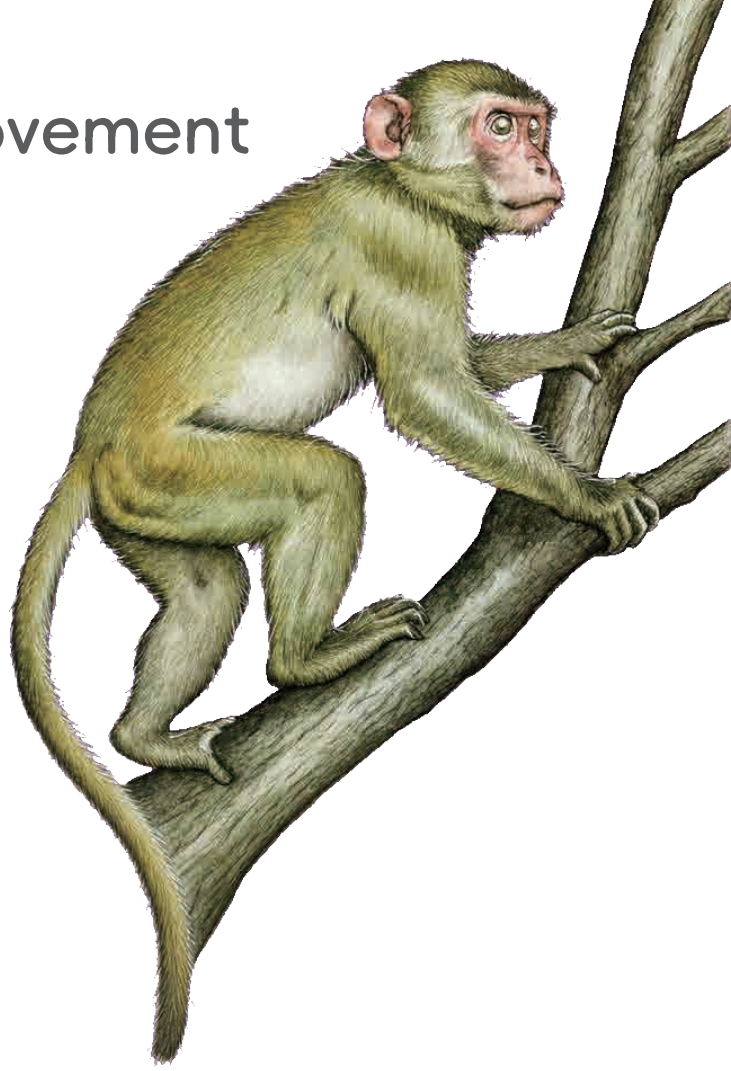
The movement cost is based on the Animal's EP:

Animal EP	Movement Cost
0 1	0
2	1
3 4	2
5 6	3

To pay a movement cost, tap Habitat cards equal to the movement cost.

Unless a card says otherwise, movement costs do not require a matching Habitat color.

Position Movement



Movement and Skill Triggers

Moving from Sanctuary to Active

When an Animal moves from Sanctuary to an Active slot, it counts as entering an Active slot.

Therefore:

Moving from Sanctuary to Active triggers On Entry.

Moving from Active to Sanctuary

When an Animal moves from Active to a Sanctuary slot:

It does not trigger On Exit.

Its Active skills stop applying immediately, but its Support skills continue to apply.

Movement and Attacking

After an Animal moves from Sanctuary to Active, whether it can attack depends on whether it has been under your control for at least one full turn cycle.

If the Animal has been under your control for at least one full turn, it may attack that turn after moving to Active.

If the Animal entered your field this turn, it cannot attack unless it has First Strike or another effect allows it to attack immediately.

Movement Limit

Unless a card says otherwise:

Each Animal may perform Position Movement only once per turn.

Animal Skills & Timing

Animal skills are divided into five types:

Active

Action

Support

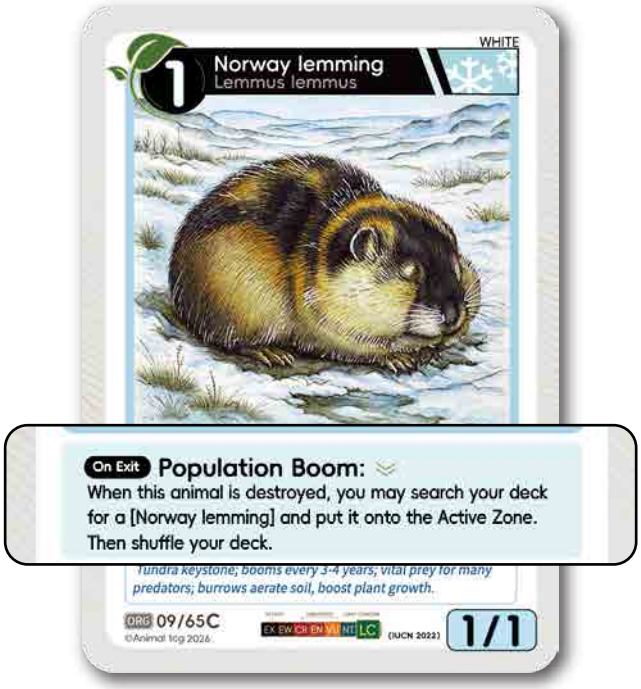
On Entry

On Exit

Each skill type follows its own timing rules.

On Exit Skills

On Exit skills trigger once when the Animal moves from the field to the discard pile.


WHITE
1
Norway lemming
Lemmus lemmus
On Exit Population Boom:
When this animal is destroyed, you may search your deck for a [Norway lemming] and put it onto the Active Zone. Then shuffle your deck.
Tundra keystone; booms every 3-4 years; vital prey for many predators; burrows aerate soil, boost plant growth.
ORG 09/65C
©Animal log 2026.
EX EW CR EN VU NT LC
(IUCN 2022)
1/1

Rules

On Exit triggers when:

The Animal is defeated and moved to the discard pile

The Animal is destroyed by a card effect and moved to the discard pile

The Animal is discarded from the field to the discard pile by any effect

On Exit does not trigger when:

The Animal moves from Active to Sanctuary

The Animal moves from Sanctuary to Active

The Animal moves from one Active slot to another Active slot

The Animal returns from the field to the hand, unless the card says otherwise

The Animal returns from the field to the deck, unless the card says otherwise

Animal Skills & Timing

Active Skills

Active skills are passive abilities that remain in effect as long as the Animal is in an Active slot.

Rules:

Active skills are passive.

They do not require activation.

They do not require payment unless the card specifically says otherwise.

They apply only while the Animal is in an Active slot.

They do not apply while the Animal is in Sanctuary.

If the Animal leaves the Active slot, its Active skill stops applying immediately.

1st edition
Kruger National Park
3
Common warthog
Phacochoerus africanus
Active Tusker's Charge:
First strike
*This animal can attack on the turn it is played.
Common warthogs launch short, forceful charges and counter with slashing tusks; adults 110–330 lb, sprint bursts near 20–30 mph.
GS1 061/140C
©Animal Rig 2026
EX EW CR EN VU NT LC
(IUCN 2016)
3/3

Support Skills

Support skills are passive abilities that remain in effect as long as the Animal is on the field, whether it is in an Active slot or in Sanctuary.

Rules

Support skills are passive.

They do not require activation.

They do not require payment.

They apply while the Animal is in an Active slot.

They also apply while the Animal is in Sanctuary.

If the Animal leaves the field, its Support skill stops applying immediately.

1st edition
White Desert National Park
3
Saharan horned viper
Cerastes cerastes
Support Sidewinding:
If you control another Active [Yellow Animal], the first Active [Yellow Animals] you control that attacks each turn does not tap..
The Saharan horned viper sidewinds efficiently over loose sand and lies buried in ambush; tracks show 45–60° sidewinding on dunes.
GS1 045/140C
©Animal Rig 2026
EX EW CR EN VU NT LC
(IUCN 2019)
2/3

Animal Skills & Timing

On Entry Skills

On Entry skills trigger once when the Animal enters an Active slot.

Rules

On Entry triggers when an Animal enters an Active slot from:

Hand

Sanctuary

Deck

Discard pile

Any other non-Active zone

On Entry does not trigger when:

The Animal enters Sanctuary

The Animal moves from one Active slot to another Active slot

The Animal moves from Active to Sanctuary

WHITE
2
Snowy owl
Bubo scandiacus
On Entry Lemming Hunter:
Destroy all Active [Norway lemmings]. For each animal destroyed this way, this animal gets +1/+1.
Day-hunting tundra owl; rises and falls with lemmings; keen hearing; breeds more in good years; chicks grow fast.
ORG 12/65U
2/2

Action Skills

Action skills are activated abilities.

Rules

Action skills may be used only during your Main Actions.

The Animal must be in an Active slot.

The Animal must be able to act.

The skill may be used once each turn.

You must pay the listed cost, if any.

If the Animal is in Sanctuary, it cannot use Action skills unless the card specifically says otherwise.

1st edition
Chitwan National Park
3
Rhesus macaque
Macaca mulatta
Action Macaque Troop:
Choose one — your opponent discards 1 random card from their hand; or discard the top card of your opponent's deck.
GS1 083/140C
2/3

Special Conditions

Animals may be affected by special conditions.
A card can have multiple different special conditions at the same time, but the same condition does not stack.

Infected

An Infected Animal gets:

-1 HP at the start of each player's turn.

Duration:

Until removed by a card effect.

If this causes the Animal's accumulated damage to equal or exceed its HP, it is defeated.

Paralyzed

A Paralyzed Animal is unable to act.

It cannot:

Attack

Use Action skills

Deal counterattack damage

Perform Position Movement, unless a card specifically says otherwise

Duration:

Paralyzed is automatically removed after 1 full turn cycle, unless removed earlier by a card effect.

Special Conditions

Stealth

An Animal with Stealth cannot be targeted by opponent's attacks.

Duration:

Taking an action includes:

Attacking

Using an Action skill

Performing Position Movement

Unless a card says otherwise, passive skills do not remove Stealth.

If this causes the Animal's accumulated damage to equal or exceed its HP, it is defeated.

Immune

An Animal with Immune is unaffected by skills and special conditions.

Immune prevents effects from:

Animal skills	Action cards
Event cards	Role cards
Support effects	Tool cards

Special conditions such as Infected, Confused, and Paralyzed

Unless a card says otherwise, Immune also prevents control effects.

Special Condition Stacking Rules

An Animal may have multiple different special conditions at the same time.

The same condition does not stack.

If two conditions directly conflict, the later condition overrides the earlier one unless a card says otherwise.

Deck-Building Rules

When building a deck, follow these rules

Required Deck Size

Exactly 60 cards.

Card Copy Limit

Except for Habitat cards:

You may include no more than 4 copies of the same card in your deck.

Recommendations

For beginner-friendly decks:

Focus on 1 to 2 Habitat colors.

Include around 10 to 12 Habitat cards.

Include around 24 to 34 Action cards.

Include around 18 to 22 Animal cards.

The total number of high-EP Animal cards, meaning Animals with EP 4 or higher, should not exceed 6.

Recommendations:Resource Cards 10~12

Recommendations:Animal Cards 18~22

Recommendations:Action Cards 24~34

Appendix: Keywords

Tap / Untap

To **Tap** a card means to turn it sideways.

Tapped cards have been used or are unavailable for certain actions.

Tapped Animals

A tapped Animal:

Cannot attack

Does not deal counterattack damage

May still have passive Active or Support skills apply, unless a card says otherwise

Untap

At the start of your turn, untap all your tapped cards.

First Strike

An Animal with First Strike may attack immediately on the turn it enters an Active slot.

In combat, if First Strike timing is used, the First Strike Animal deals combat damage before the opposing Animal deals counterattack damage.

If the opposing Animal is defeated by First Strike damage, it does not deal counterattack damage.

Appendix: Keywords

Some Animals are especially large.

Large X means this Animal occupies X Active slots.

Rules:

A Large Animal can only be placed into Active slots if you have enough empty Active slots.

A Large Animal can only be placed into Sanctuary slots if you have enough empty Sanctuary slots.

If a Large Animal leaves the field, all slots it occupied become empty.

When a Large Animal performs Position Movement, the destination area must have enough empty slots..

Silver Bank
6
Humpback whale
Megaptera novaeangliae
Large 2
On Entry
Large 2
Bubble Net Feeding:
Return 1 Active animal you control to your hand. If you do, return 1 target opponent's Active animal to its owner's hand.
Humpback whales collaboratively blow bubble nets to corral prey; teams 6–12 encircle bait balls before synchronized lunges.
GS1 032/140U
5/7

Large 2 means this Animal occupies 2 slots.

Sri Lanka's south coast
7
Blue whale
Balaenoptera musculus
Large 3
Large 3
The blue whale is the largest animal ever to live, reaching lengths up to 98 ft and weights around 150–200 tonnes.
GS1 033/140U
5/10

Large 3 means this Animal occupies 3 slots.

Appendix: Keywords

Instant

Instant Event cards resolve immediately when played.

Lasting

Lasting Event cards remain active after being played. They affect the game until they are replaced, removed, or the card says they end.

3
Ecosystem Reshuffle
1st edition
EVENT
INSTANT Each player shuffles their hand into their deck, then draws cards equal to the number of animals on their opponent's field, minimum 1.
120/140C
— During your turn, you may only place one event card in the event spot on the field. —

1
Breeding Season
1st edition
EVENT
LASTING During this event, each player's [Animal Cards] with EP 2 or less cost 1 less to play.
113/140C
— During your turn, you may only place one event card in the event spot on the field. —

Contact Information

Official Website: www.animaltcg.com